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An amazing parallel culture



Mars: a terraformed planet
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Detailed plans of STARFLEET's latest ship

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THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 5H



THE UNITED FEDERATION
OF PLANETS

MARS & THE MARTIAN COLONIES

For much of Earth's history, Mars was a mythical place full of imagined alien invaders who might one day enslave their near neighbors. In reality, it was a barren, lifeless world until early 21st century terraforming enabled colonization.

Mars is the fourth planet of Earth's solar system, and is often referred to as the 'Red Planet', due to the coloration of its surface caused by the high amounts of iron oxides in the rocks and soil. Mars is named for the Roman god of war, but those who have colonized and terraformed the planet are quick to remember that Mars was once a god of agriculture before he became associated with Ares, his warlike counterpart from Greek mythology.

Mars' orbit is significantly

elliptical, resulting in a temperature variation of about 30 degrees centigrade at the subpolar point between aphelion and perihelion. This has a major influence on the planet's climate, with Martian temperatures varying widely from minus 123 degrees centigrade to plus 22 degrees. For this reason, prior to terraforming, the first human settlements were clustered around the relatively warm equatorial regions.

The planet has a highly varied and interesting terrain, including features such as Olympus Mons,

Crewman First Class Simon Tarses, a medical technician serving aboard the U.S.S. ENTERPRISE NCC-1701-D in the 2360's, is a native of the Martian Colonies.

the largest mountain in the Sol system at a staggering 24 kilometers above the surrounding plain; its base is more than 500 kilometers in diameter, and is rimmed by a cliff six kilometers high. Tharis, another huge mountain, and the spectacular system of canyons known as the Valles Marineris, are other notable features.

Much of the Martian surface is very old and cratered, but there are also much younger rift valleys,



Lt. Mira Romaine, a member of the U.S.S. ENTERPRISE NCC-1701 crew in 2269, hails from Martian Colony 3.

TERRAFORMED WORLD

First step

Mars is the first planet reached by the space program of the human race, the first to be colonized, and the first to benefit from extensive terraforming. The colonies established on Mars in the early 21st century soon began to develop an identity separate from Earth, and the legal documents that laid down their rights set an important legal precedent that has been used by the Federation for centuries. By the 24th century, the planet is the site of some of Starfleet's most important facilities, such as the Utopia Planitia Fleet Yards.



After more than two centuries, large areas of the Martian surface still appear barren and uninviting.



Planet	Mars
Class	M
Quadrant	Alpha
Coordinates	Sector 001
Native name	Martian Colonies
Primary star	Sol
Established	2103
Atmosphere	Created
Surface	Terraformed into a habitable environment.
Life Forms	No indigenous life forms. Most colonists originate from Earth.
Important Features	Site of the Utopia Planitia Fleet Yards, one of the most important facilities for the development and construction of Starfleet vessels.
Starship Log	STAR TREK: The Original Series 'The Lights of Zetar'; STAR TREK: THE NEXT GENERATION 'Booby Trap'; STAR TREK: VOYAGER 'The 37's'

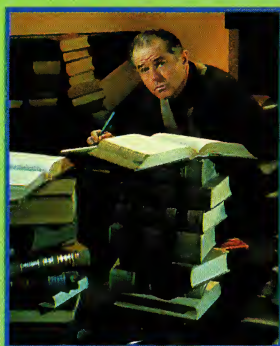
ridges, hills, and plains.

Mars' distance from the sun makes it cooler and thus more hospitable than Venus, the system's second planet and Earth's closer neighbor. Mars, therefore, became the destination of the human race's first excursions to another planet.

Myth and reality

The first spacecraft from Earth to reach Mars was *Mariner 4*, which visited the planet via camera in 1965. The first touchdown was accomplished by the spacecraft *Viking 1* and 2 in 1976. After a 20 year hiatus, the *Mars Pathfinder* successfully landed on Mars on July 4, 1997.

Before Earth's space program took off, and even in its early days, Mars traditionally featured in many science fiction tales as the home of 'little green



▲ **Attorneys within the Federation, such as Sam Cogley, still refer to the Fundamental Declarations of the Martian Colonies in the 23rd century.**



men', aliens who might one day conquer the Earth. But the truth of life on Mars proved to be somewhat less spectacular.

Scientists first discovered microscopic evidence of ancient life on Mars in 1996. But, significantly farther out from the warming sun than Earth, Mars is at the outer edge of the Sol system's temperate zone and conditions are not as naturally conducive to fostering carbon-based life forms. It appears that life never evolved into anything more complex than these tiny, primitive microbes.

Early in its planetary history, however, Mars was much more like its neighbor. As with Earth, almost all of its carbon

dioxide was used up to form carbonate rocks, but Mars lacked Earth's plate tectonics, and was unable to recycle any of this carbon dioxide back into its atmosphere. As a result, the planet never developed the rich atmosphere found on Earth.

Colonization

All of this has been changed in more recent times. Since the early 22nd century, advanced terraforming technologies have reshaped the planet into a human-habitable, **Class-M** world.

The first human colony, established on Mars in the year 2103, was also Earth's first interplanetary base. This colony, and the interplanetary expeditions

◀ **When Nog, Rom, and Quark crash on 1950's Earth, the U.S. military think they are invaders from Mars.**

that followed, became the stepping stone that would lead to the eventual expansion of the human race throughout the Sol system and beyond.

The original **Martian Colonies** were established before any serious terraforming of Mars had begun. Unlike later visitors to Mars, these early settlers had to cope with problems and conditions not unlike those faced by the first seafarers who crossed the oceans of old Earth to colonize the Americas. In fact, the initial settlements were more akin to establishing a base in the center of a hostile environment such as Antarctica.

Even with the technologies of the 21st and 22nd centuries, these pioneers struggled every step of the way to gain a foothold on this alien world. Trying to tame a harsh and hostile environment,

tragedy and triumph were equally frequent as the pioneers struggled to create a new world.

Disaster and terror struck the Colonies soon after their establishment when, in 2105, a serial killer murdered eight women who resided in the settlements. The killings stopped suddenly, and the crime remained unsolved for several centuries.

For many years, the Martian Colonies remained colonial settlements, belonging to their respective Earth governments. More often than not, they were considered as unruly stepchildren until the Martians, as they began to think of themselves, finally decided that the time had come to break away from Earth and establish their own government.

Independence

This period in the Martian Colonies' history is similar to the time when Earth's American colonists sought independence from England in the 18th century, but the Martian colonists' freedom was won by peaceful negotiation rather than warfare. The desire for autonomy led to the creation of the **Fundamental Declarations of the Martian Colonies**. This landmark statement has since become an important document in addressing the subject of individual rights, not only in the Sol system, but throughout the Federation, and is cited in determining the rights of individuals as well as entire

GALAXY FACTS

▶ **Among the hardy pioneers who first settled on Mars were ancestors of the famous Starfleet officer Captain Jean-Luc Picard.**

▶ **Tom Paris suggests Mars as a backdrop to the holodeck when the U.S.S. Voyager's holographic Doctor enjoys a date with the Vidiian Danara Pel.**

racers. It was this document that was instrumental in determining that even non-biological life forms, such as the android **Starfleet** officer **Data**, have individual rights to control their own destinies.

The Martian Colonies have played a significant role in enabling humans to not only realize they could conquer the stars, but that different societies could interact and learn to live together in harmony.

By the 24th century, Mars is most important as the site of the **Utopia Planitia Fleet Yards**, Starfleet shipyards located in orbit around the planet as well as on the surface. These shipyards are home to the **Galaxy-class Starship Development Project**, which has produced ships such as the **U.S.S. Enterprise NCC-1701-D**; the experimental **Defiant-class** warship program is also based here.

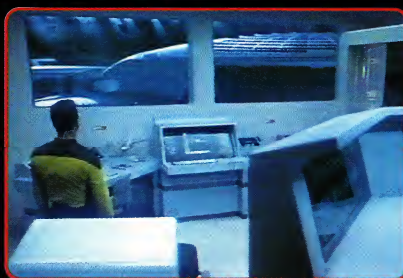
Mars is also Earth's last line of defense in the event of an alien attack. The **Mars Defense Perimeter** is guarded by unmanned pods that can track and attempt to destroy any alien craft passing through it before the ships reach Earth, protecting the inner planets of the Sol system.

▶ **In 2267, a noncorporeal entity known as Redjac is revealed to have been behind the murders at the Martian Colonies, as well as many others, more than a century earlier.**

BUILDING STARFLEET

Utopia Planitia Fleet Yards

Mars is the site of the **Utopia Planitia Fleet Yards**, one of Starfleet's most important facilities. Scientists working here design and build the next generation of Starfleet vessels of exploration, and also work on updating vital systems such as the warp drive.



▶ **Starships are constructed, as well as designed, at Utopia Planitia and sit outside the labs in which the scientists work.**



▶ **Dr. Leah Brahms, part of the Theoretical Propulsion Group working on the GALAXY-class Starship Development Project, is based at Utopia Planitia.**



▶ **Chief Engineer Geordi La Forge creates a holodeck recreation of the Utopia Planitia lab to help him solve an engineering problem.**





THE
DOMINION

The Guide to the STAR TREK Galaxy

FILE 16

CARD 1B

DOMINION STRATEGY



THE
DOMINION

The Dominion win their wars by a combination of stealth, intrigue, threats, and direct military action. Worlds that refuse to join face a defeat that could be much worse than a surrender.

The **Dominion**, one of the most dangerous enemies the **Federation** has ever faced, use effective military strategies to strike at the heart of their enemies. Rather than use direct attacks like the **Klingons**, the Dominion will often employ deadly assaults on **Alpha Quadrant** targets that have a lethal subtlety; they can sometimes strike a fatal blow before the attack is even identified.

The Dominion's most obvious lethal weapon is the **Jem'Hadar**, but sending in the troops is

often the **Founders'** last response to a situation. Their first line of strategy is to attempt negotiation, bringing worlds into their vast empire by coercion rather than conquest.

Real power

Worlds offered Dominion membership, however, should never forget that conquest is exactly what the Dominion is after; in any tacit partnership or alliance, there is little doubt who holds the real power.

Many of the Dominion worlds of the **Gamma Quadrant** have never met the Founders; the **Vorta**

negotiate membership and liaise with the local leaders, and some worlds are not convinced that the Founders even exist. Any world that is prepared to defy them, if their leaders refuse to give in, will find the Founders' revenge is worse than any servitude to the Dominion.

In most cases, the Jem'Hadar's reputation is more than enough to bring planets into line; even the threat of a Jem'Hadar attack will usually ensure a surrender. But in the case of one planet of the **Teplan system**, even this was not enough punishment, and



Deadly killers

The Dominion's violent and merciless shock troops, the Jem'Hadar, have brought many worlds under their masters' control.

the Dominion unleashed a deadly plague, known as the **blight**. In only two centuries, the planet fell from a civilization with great cities and starships into a dark age; crushed by the Dominion and left as an example to others of just how big a mistake resistance can be.

Down but not out

The Vorta were also Dominion victims, but once they had been brought into line, they took their place as a valuable member and regained a small measure of power. This is perhaps the most insidious aspect of the Founders' strategy; while the power afforded to Dominion members is forever overshadowed by the control of the Founders, it is a power of sorts. This can lead weakened

empires to seek out the safety and security the Dominion can offer. However ruthless the Dominion may be, they honor their non-aggression treaties and do appear to genuinely prefer a peaceful conclusion to open warfare, provided the peace is on their terms. Membership undoubtedly has some advantages, and if your enemies are going to be defeated too, it is much more satisfying to be on the side that defeats them.

With the discovery of the **Bajoran wormhole**, the Dominion suddenly have an entire new area of space to conquer, one that is already full of strong and powerful spacefaring alliances. But the Dominion are not a power that makes quick decisions. They bide their time, waiting until the

DESTROY FROM WITHIN

Replaced by Changelings

One of the most insidious aspects of Dominion strategy is to replace important figures from enemy races with shapeshifters. This helps to destroy their rivals from the inside, leading them into military disasters and causing uncertainty and paranoia throughout the Alpha Quadrant.



▲ **Shapeshifter agents have infiltrated key positions in several major governments, including the Klingon Empire.**

◀ **A shapeshifter posing as a Romulan leads the Cardassians and Romulans into an ambush, weakening both enemies at once.**



The Guide to the STAR TREK Galaxy

FILE 16

CARD 1B

DOMINION STRATEGY



Biological warfare
The Dominion are not afraid to use terrible weapons to get their way, such as the blight, a genetic virus inflicted on the Teplan people.



Shapeshifter infiltrators
Admiral Leyton is impersonated by a shapeshifter. This increases the real admiral's paranoia, leading him to attempt a military coup to 'protect' Earth.

moment is right. They think about the big picture, about what will happen a decade or a century from now.

Whether Dominion strategy in the Alpha

Quadrant is different than their actions in the Gamma Quadrant is not clear, but the 'divide and conquer' policy they employ is extremely effective. At first,

the Founders keep a low profile, preferring to use the Jem'Hadar to threaten visitors from the Alpha Quadrant into staying in their own space. However, they seem perfectly willing to open trade negotiations with the Ferengi. Perhaps the Ferengi, who are far more interested in profit than power, pose little risk to the Founders' obsession with control.

Into the Alpha Quadrant

When it is clear that the Federation and other Alpha Quadrant races have no intention of staying on their own side of the wormhole, the Founders begin a new strategy. After gathering information on their new enemies, they begin to infiltrate the higher echelons of all the major powers, spreading paranoia and weakening alliances that are often built on a shaky peace.

Within a relatively minor period of time, their actions have almost led to a military coup on Earth, and war has broken out between the Klingons and

the Cardassians. A joint Cardassian/Romulan fleet is destroyed attempting to attack the Dominion homeworld – led into a trap by a Changeling disguised as a Romulan colonel – leaving the Cardassians seriously weakened.

Soon after, the Romulans sign a non-aggression pact to protect themselves, and the Cardassians finally realize that if they can't beat the Dominion, perhaps they had better join them.

From two enemies, the Dominion have made an ally of one and, even though the Romulans are eventually tricked into entering the war against the Dominion, their threat is deflected for a while. The first major victory has been achieved, and further success comes when Bajor, vulnerable as it is the closest inhabited planet to the wormhole, foregoes joining the Federation so that it may instead sign a non-aggression pact with the Dominion, ensuring that it is not obliterated in the crossfire of a full blown Federation/Dominion war.

First allies

The blatant aggression of the Dominion may seem to contradict their strategy of peaceful negotiation, but the fact remains that they are obsessed with maintaining an outward show of being benevolent and tolerant administrators. The Dominion honor their treaties and do protect their own; there is undoubtedly some benefit from joining.

GALAXY FACTS

The Dominion are often prepared to give up systems for ones they consider more valuable in the long run, such as relinquishing Holna IV in favor of the Kabrel system.

The alliance with the Cardassians gives the Dominion a base from which to launch attacks deeper into Alpha Quadrant territory, conquering such worlds as Betazed.

In line with their non-aggression pact with Bajor, the Dominion refuses to let Cardassia destroy them, and even affords the planet much-needed aid. Their desire to subjugate seems to come more from insecurity than from unabashed hatred, a belief, built on centuries of persecution from the 'solids,' that they will be safe only if they are in complete control.

Using straight-forward and cunning formulas, the Dominion lets its member planets retain a measure of self-government. Local bureaucracies remain in place, and the Vorta liaisons maintain an air of friendship, albeit with an insidious underpinning of control.

Member planets are never allowed to forget where the real power lies, but they nonetheless soon become part of the Dominion propaganda machine, showing the Quadrant's inhabitants that it is less damaging to give up their autonomy than to fight to a certain death.

The Dominion try to control everything, including how reporters are allowed to cover events. Jake Sisko is not allowed to use the word 'occupation' in his reports back to the Federation.

DANGEROUS ALLIANCE

Divide and conquer

Before the Dominion arrive, many of the races of the Alpha Quadrant have at least a measure of peace. But the Dominion are quick to realize they will find it easier to conquer several small enemies than the combined might of one large one, and so begin the process of destroying alliances and weakening the major powers. Their efforts are successful, and they soon have their first ally in the Quadrant, the Cardassian Union.



Once the Cardassians have joined the Dominion, they are in a much stronger position than before, and they return to DEEP SPACE NINE, which they rename TEROK NOR. Gul Dukat is the leader of the Cardassian people, but is little more than the Founders' puppet in the Alpha Quadrant.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 79



OTHER GROUPS
AND RACES

THE YANGS & THE KOHMS

Hodgkins' Law of Parallel Planet Development states that similar planets with similar populations will evolve in similar ways; on few worlds is this theory so well manifested as on **Omega IV**.

Many worlds have been discovered whose cultural and social development mirrors that of other planets, but few are as startling or mysterious as the case of the **Yangs** and the **Kohms** of **Omega IV**.

The history of the Yangs and the Kohms is a familiar, albeit unfortunate, one. The ruins of great cities suggest that these relatively primitive people once existed within a highly developed society that was

obliterated through the use of biological weapons.

Of the two groups, the Kohms are now the more advanced. Resembling Asiatic humans, they are friendly by nature, and live in small villages.

Endless warfare

But neither side has put warfare behind it; by 2268, when Omega IV is visited by the crew of the **U.S.S. Enterprise NCC-1701** under the command of **Captain James T. Kirk**, there is apparently only one Kohm settlement that has

not been overrun by the Yangs. Kohm women are seen in servile positions.

The more primitive Yangs dwell in the wilderness and maintain a violent nature. Their appearance is close to that of human Caucasians. The Yangs are tireless fighters, warriors whose berserker style of battle can lead them to sacrifice thousands in order to capture an objective. They are masters of guerrilla warfare, hiding out and waiting for an opportune time to strike at the Kohms. The Yang women are



▶ A tribal Yang displays one of the holy objects of his people, a flag remarkably similar to that of the United States of America of Old Earth.

equally as fierce as their men. Traditional Yang weaponry consists mainly of primitive spears, bows, and arrows.

The Kohms, on the other hand, have retained the

ability to forge weapons, and are proficient in the use of swords and axes.

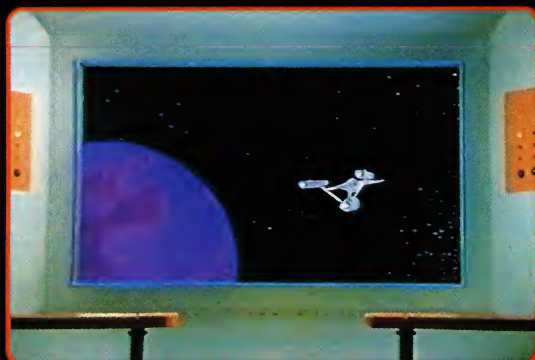
The justice of both societies is swift and merciless. The Kohms perform public executions,

STRANGELY FAMILIAR

When two tribes go to war

The battle between the Yangs and the Kohms has been raging for centuries; the conflict seems to have grown beyond a simple war into a cultural imperative. Given the strange genetic effects on the natives of the biological weapons used by their ancestors, and the resultant near-immortality they create, it is possible that some combatants may even have been fighting since the original war.

The Omegans simply do not understand any other way of life; these once advanced peoples have been reduced to a comparatively barbaric, tribal hunter-gatherer existence by their centuries of warfare.



Designation Omega IV

Class M

Quadrant Alpha

Inhabitants Humanoid

Government No unified government. Many local tribal groupings.

Environment Standard gravity
Features Remains of cities destroyed by chemical warfare are evident; Omegan natives live in comparatively primitive villages and hamlets.

Laws Differing tribes exact their own laws; the Yangs follow what they call the "freedom words."

Starship log STAR TREK: The Original Series 'The Omega Glory'

▶ As seen from orbit, Omega IV is a standard Class-M planet with large oceans and land masses; evidence exists of once great cities that were destroyed by war.



▶ Kohm clothing and weapons resemble those of Earth's ancient Mongol tribes.

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OTHER GROUPS
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FILE 18

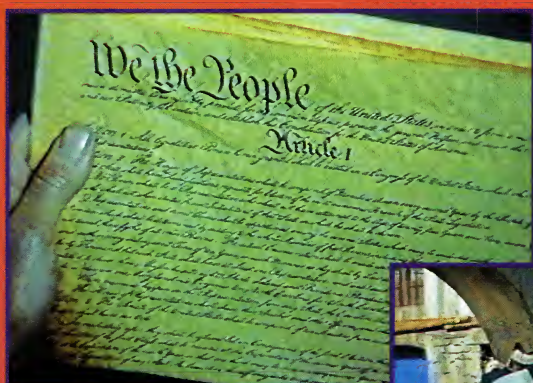
CARD 79



OTHER GROUPS
AND RACES

THE YANGS & THE KOHMS

▼ The Yang "freedom words" are revealed to be almost identical to those of the Constitution of Earth's United States of America.



▼ Yang tribal leader Cloud William is "the son of the chiefs, guardian of the holies, and speaker of the holy words".



▶ Yang tribal justice is severe and swift, as Kirk discovers when he, Spock, and McCoy beam down to the planet to locate Captain Tracey.



▶ The ongoing war between the Yang and Kohms is unending and bitter. Yang raiders, captured by the Kohm soldiers, are instantly put to death; they are executed in public beheadings as an example to others.

including beheading. The Yangs conduct trials, during which they refer to revered documents and perform rituals from the past, the true significance of which has long been forgotten.

Cold climate

Omega IV's climate is relatively cold, at least in the area of one observed Kohm village. Both the Yangs and the Kohms wear clothing that protects them from the effects of the frigid temperatures; Yangs dress in skins and furs, with primitive metal and wood jewelry, while Kohms wear clothing made of a quilted material colored mainly in earth tones. This insulated garb is augmented with fur caps to further protect from the cold.

One of the most fascinating characteristics of Omega IV's population is their incredibly long lifespans. It is not unusual for an Omegan native to live for centuries, or even

for well over a thousand years. This phenomenon comes as a result of extreme natural selection; only the strongest members of both peoples survived the holocaust that destroyed their civilization, and their descendants developed powerful immune systems that grant them virtual immortality.

Through some mechanism in the planet's ecosystem, visitors to Omega IV also develop immunities to the strong biological and viral contaminants still present on the planet, but not the extended lifespan. These immunities take several hours or days to develop; if visitors attempt to leave the planet earlier, they will carry the disease back with them with deadly results, as exemplified by the near-total destruction of the crew of the Federation starship *U.S.S. Exeter*, who were killed when crew members beamed back aboard without the

immunities. The viruses seem to be similar to engineered germ weapons developed on Earth during the 1990's.

There are remarkable similarities between the

cultures discovered on Omega IV and the political dispute between rival nation states on Earth during the mid-20th century. An almost perfect comparison can be made to the tensions between the capitalist philosophy held by the United States of America, and the communist doctrines of China and the Soviet Union. The Yangs have even developed a flag and a constitution that bear remarkable similarities to those of the United States.

Outside interference

In 2268, Captain Ronald Tracey of the Federation starship *U.S.S. Exeter* causes a serious case of cultural contamination on

the planet when he supplies the Kohms with phasers in direct violation of the Prime Directive.

Although this initially tips the balance of power in the Kohms' favor, final observations of Omega IV, made by the crew of the *U.S.S. Enterprise*, show the Yangs eventually conquering the last remaining Kohm village. Intervention by Captain Kirk, however, may have convinced the Yangs to show mercy to their enemies, helping this damaged society begin the long journey back to civilization and peace, as spoken of in the pages of their "holies".

BIOLOGICAL MUTATION

Seeking immortality

When the *U.S.S. Enterprise* arrives at Omega IV, the *U.S.S. Exeter* is drifting in orbit, her entire crew killed by an unknown viral agent; it transpires that Captain Tracey's landing party accidentally introduced an Omegan germ onto the ship. When Tracey discovers that the locals have

evolved the ability to survive the virus, thus gaining a virtual immortality, he plans to discover the secret of the world for himself, and live forever. He breaks the Prime Directive by attempting to trade a supply of advanced Federation phasers for the secret.



▶ Captain Tracey confronts Spock and McCoy in the Kohm township; Tracey has been driven insane by the accidental death of his entire crew. He intends to discover the means to live as long as the genetically altered local population, with little regard for the cultural damage he will cause.

GALAXY FACTS

▶ The words 'Yang' and 'Kohm' are similar to the words 'Yankee' and 'Communist' used to describe the peoples of the United States of America, and China and the Soviet Union, during a period of cold war on 20th-century Earth.

▶ Omega IV's culture gives an indication of what might have happened on Earth after the outbreak of World War III.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 58

THE SKRREEA



OTHER GROUPS
AND RACES

Released from the subjugation of the T-Rogorans, the matriarchal humanoids known as the Skrreea leave their homeworld in the Gamma Quadrant to seek a new place to settle: Kentanna, a planet spoken of in their sacred texts.

The Skrreea originate from a planet located in the **Gamma Quadrant**. They very closely resemble humans, and could pass for them were it not for their constantly flaking skin. This condition is painless, but so severe that the skin flakes need to be swept up from any location that has been

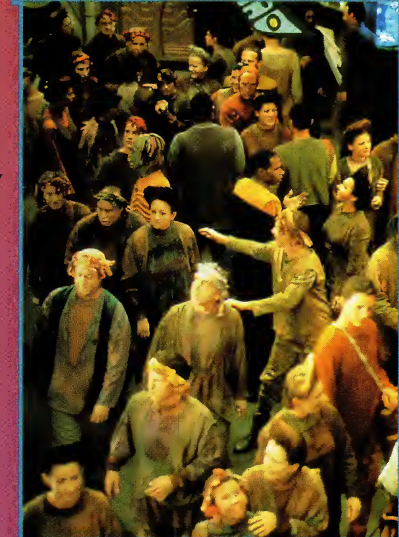
occupied by Skrreea for more than a few minutes.

The race has a traditionally matriarchal culture; the opinion among female Skrreea is that men make unsuitable leaders due to their greater emotional expression and their propensity for fighting among themselves. Despite this apparently patronizing view of the

opposite sex, it is common practice for Skrreea women to be polygamous, a condition they view as logical and caring. Rather than applying an Earth-style marriage ceremony to their union, Skrreea males are bonded to females. The men are treated as second class citizens, however, and there is evidence that some only eat what their female

▶ *The Skrreea are nomads, traveling the Galaxy in search of the 'Eye of the Universe', through which lies their true home. The Bajoran wormhole appears to fit the ancient legends.*

▶ *The Skrreea arrive on DEEP SPACE NINE after traveling through the wormhole; they believe that Bajor is their ancestral home planet, Kentanna.*



NOMADIC RACE

A sacred quest

The Skrreea's peaceful life was disrupted by the invasion of their former home in the Gamma Quadrant by a warlike race known as the T-Rogorans. The Skrreea were subjugated by this enemy, and their agrarian culture was placed under a harsh rule of near-slavery for 800 years. They finally gained their freedom when the T-Rogorans were themselves invaded by the forces of the Dominion. Masters of their own destiny once more, the Skrreea decided to leave their home and embark on a search for the Eye of the Universe and the mythic planet Kentanna, a promised land prophesied in their sacred texts; on discovering the wormhole and Bajor, the Skrreea believe their quest is over, but the Bajorans disagree.

Designation Skrreea

Class M

Quadrant Gamma

Inhabitants Humanoid

Government

Ruled by a council of female elders.

Environment Features

Standard gravity
The largely agrarian culture of the Skrreea was taken over by the T-Rogorans for several hundred years, but the Skrreea maintain a high degree of skill with regard to agricultural and earth sciences.

Laws

Males are treated as second-class citizens in Skrreea society.

Starship log

STAR TREK: DEEP SPACE NINE 'Sanctuary'

consorts have left.

The Skrreea place great reverence in their ancient sacred texts, which refer to the destiny of their race as lying on the other side of the **Eye of the Universe**.

Searching for Kentanna

Located just beyond this is **Kentanna**, described as being "a planet of sorrow, where the Skrreea will sow seeds of joy". Farming is a traditional Skrreean occupation; they carry

a strong pride and belief in the efficacy of their capabilities that makes them confident they could successfully cultivate other planets. Their rustic lifestyle is reflected in their choice of clothing. Primarily in shades of brown, gray, and pale or dark green, their outfits are functional, but drab by human standards.

When confronted with the gaudier garments of other cultures they are repelled, although the women have at least a minimal sense of style, displayed by growing their hair long and forming it into prominent but dignified ridges

◀ *Skrreean culture is dominated by their women and controlled by a council of matriarchal rulers. Haneek, one of the first Skrreea on DEEP SPACE NINE, is inducted into the council as a spokesperson for the aliens. Men are not considered to be suitable for leadership.*

OTHER CARDS IN THIS FILE...

- 34 THE BORAALANS
- 65 THE FABRINI
- 107 THE TARELLIANS

SEE OTHER FILES...

STAR TREK:
DEEP SPACE NINE.....File 70





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 58



OTHER GROUPS
AND RACES

THE SKRREEA

▼ *Haneek's ship is the first Skrreean vessel to navigate the Bajoran wormhole, but the trip almost proves fatal for her and her family.*



▶ *The Skrreea place great importance on their sacred texts, which promise them a better future and a world on which they will sow the seeds of joy. Bajor and the Bajoran wormhole appear to fulfill the ancient prophecies perfectly.*



above their foreheads. Male dress includes a ragged cloth headdress.

Alien words

The Skrreean language is constructed in an extraordinarily complex manner; the unfamiliar grammatical structure and syntax initially defies the capabilities of **Starfleet's universal translator**. Its records contain nothing

remotely comparable, and the analysis of brain wave frequencies takes an unusually long period before two-way conversation is possible.

Despite their agrarian society, the Skrreea have a degree of scientific knowledge, developed to the point of enabling them to construct space vessels and navigate them considerable distances

from their home planet. This is all the more remarkable considering their progress has been halted during eight centuries of enslavement by the **T-Rogorans** from a nearby planet.

Freedom from tyranny

When the T-Rogorans were in turn conquered by the forces of the **Dominion**, the situation improved for the Skrreea, who were left to their own destiny. The T-Rogoran subjugation has deprived the Skrreea of any leaders, but, freed from bondage, their collective decision is to locate the new homeland predicted in the sacred texts, and to this end a fleet of small ships

containing three million people is dispatched.

When **Haneek**, a Skrreean pilot, locates the wormhole adjacent to **Deep Space Nine**, she considers it to be the Eye of the Universe, and consequently believes that Kentanna, and thus the destiny of the entire Skrreean population, is in the vicinity.

The planet most closely matching the description of Kentanna is **Bajor**. Holding great pride and a certainty of belief in the validity of their sacred texts, the Skrreea are offended by Bajor's refusal to accept them as immigrants; the Bajorans claim their depleted resources are unable to cope with three

million new citizens. This is a blow to the Skrreea's dignity and beliefs, especially as they have drawn parallels between their own situation prior to emancipation and that of Bajor after occupation.

Despite a certain wonderment at the quality of life on **Deep Space Nine**, there is a resentment regarding their refugee status and consequent treatment, particularly among the younger males. Unfortunately, this hostility results in tragedy as a ship piloted by Haneek's headstrong son, **Tumak**, almost causes a diplomatic incident with Bajor and then self-detonates, killing everyone on board.

A place to call home

The eventual new home of the displaced Skrreean population is **Draylon II**, located near **Cephella Prime** and ideally suited for colonization by a farming race. Despite not being the exact fulfillment of their prophecies, Draylon II has a stable orbit, a temperate climate, good soil, and a long growing season, and is affected only by very small amounts of low surface radiation. The planet at last offers the Skrreea a chance to end their journey. They may not think of it as the world promised them in their ancient texts, but it is nonetheless a place where they can thrive, free of the oppression of the Dominion and the T-Rogorans.

GALAXY FACTS

- ▶ Female Skrreea favor high hairstyles that exaggerate their height and status.
- ▶ Skrreean skin constantly molts and flakes, leaving dusty deposits. This causes no pain, and does the Skrreea no harm.
- ▶ The Skrreean language is so complicated that the standard universal translator cannot easily process the words and sounds.



▶ *Despite the differences in their cultural and religious beliefs, and the unwelcome reception the Skrreea receive from the Bajorans, Major Kira Nerys becomes friends with the Skrreean woman Haneek.*

CULTURE CLASH

Gamma Quadrant immigrants

When the Skrreea arrive at **Deep Space Nine**, they petition the Bajoran provisional government for permission to colonize an underdeveloped continent on the planet, using their advanced agricultural skills to turn the barren area into lush farmlands. But the government refuses to let the three million immigrants settle there, creating tension between the Bajorans and Skrreea on **Deep Space Nine**. Tension turns to danger when a group of young Skrreean males capture a shuttlecraft and attempt to make a forced landing on Bajor; Tumak, son of Skrreean leader Haneek and an inexperienced pilot, loses control of his hijacked vessel and the craft explodes, killing everyone on board. Haneek concedes that perhaps the Skrreea's future lies elsewhere.



▶ *Over three million Skrreea have been searching for the mythical Eye of the Universe. They have decided that it is the Bajoran wormhole to the Alpha Quadrant, and that Bajor is Kentanna.*



▶ *Tumak is a headstrong young Skrreean determined to get to Bajor, but an accident in a stolen ship claims his life.*

▶ *Haneek becomes the leader and official spokesperson of the Skrreea when she is brought aboard DEEP SPACE NINE.*





OTHER CARDS IN THIS FILE...

7 KAZON RAIDER
33 VIDIAN SHIPS

SEE OTHER FILES...

OTHER GROUPS & RACES.....File 18
U.S.S. VOYAGER.....File 29
STAR TREK: VOYAGER.....File 71

The Numiri Patrol Ship

The warlike Numiri use *Patrol Ships* to maintain a strict cordon around the zone of conflict that separates their space from that of their enemy, the Baneans.

The conflict between the **Numiri** and the **Baneans** is well known throughout the **Delta Quadrant**, and has resulted in the Numiri becoming an isolationist, covert society that utilizes fleets of **Numiri Patrol Ships** to enforce and maintain a precise border around the combat zone.

The Numiri usually send out the *Patrol Ships* in pairs, and often field entire squadrons if they feel the threat of intrusion warrants it. It takes very little to provoke the Numiri; according to **Neelix**, their ships have never needed an excuse to attack.

In order to maintain pressure on their enemy, the Baneans, *Numiri Patrol Ships* continue to blockade the Banean homeworld, most likely in an attempt to deny offworld trade or the transport of personnel and military supplies. Despite the common history of these two life forms, the ongoing war between them shows no sign of ending in the near future; the conflict and espionage continues, and the Numiri have seemingly adopted their military outlook as a model for their entire culture. Numiri crews wear single-piece jumpsuits of silver and black, possibly some form of lightweight black body armor, and carry hand weapons of various types and sizes.

Battle tactics

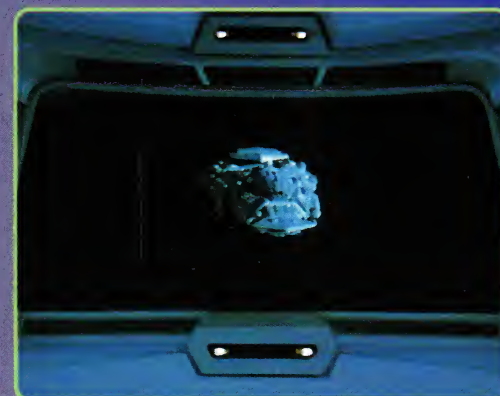
When a foreign ship enters the Numiri-Banean sphere of influence, a pair of *Numiri Patrol Ships* will approach it, and warn it off with threats and intimidation. Should the craft refuse to retreat from the area, the *Patrol Ships* attack using directed energy weapons. Their common tactics follow a well-rehearsed pattern; they bring down shields and screens, then activate multiple tractor beams to hold the

target in place before boarding operations commence. The fate of ships that are waylaid and boarded by Numiri forces is unknown, but it may be that crews and cargoes are taken to the Numiri homeworld for detention.

The *Patrol Ships* are approximately one-quarter the size of an *Intrepid*-class **Federation** starship, as seen in comparison to the **U.S.S. Voyager NCC-74656**. They do not demonstrate warp drive capabilities during this encounter. Their primary offensive system is a single dorsal turret, mounted amidships on the upper portion of the hull; this directed-energy weapon fires a green bolt (possibly a disruptor or plasma cannon) that is comparable to current **Starfleet** standards. The craft also possesses advanced regenerative shield technologies that appear to work close to the vessel's hull without generating the 'bubble' effect common on many **Alpha Quadrant** shield systems. A Numiri craft has a tractor beam emitter on its stern section that is strong enough to snare a Federation **Type-8 Shuttlecraft**; this can be used to direct small craft into the *Patrol Ship's* docking bay.

Espionage encounter

The *Voyager* crew encounter the Numiri and this class of vessel in 2371. *Voyager's* engagement with the *Numiri Patrol Ships* is won by the use of an old **Maquis** 'play dead' maneuver used by **Commander Chakotay** and **B'Elanna Torres**; the Starfleet crew vent plasma, suggesting that their ship has been more badly damaged in the attack than is actually the case, to draw the Numiri vessels in closer. When the *Numiri Patrol Ships* are close, *Voyager* fires at carefully targeted vital areas, then quickly departs before the Numiri recover.



▲ The Numiri rarely send a single **PATROL SHIP** to intercept alien vessels found in their space; two or more craft usually engage and intimidate the visitors.



▲ The crew complement of a **NUMIRI PATROL SHIP** is unknown, but includes at least five personnel, including a pilot and an armed boarding squad.



▲ Numiri crew wear black and silver uniforms that may possibly double as some form of body armor. Only their heads are uncovered.



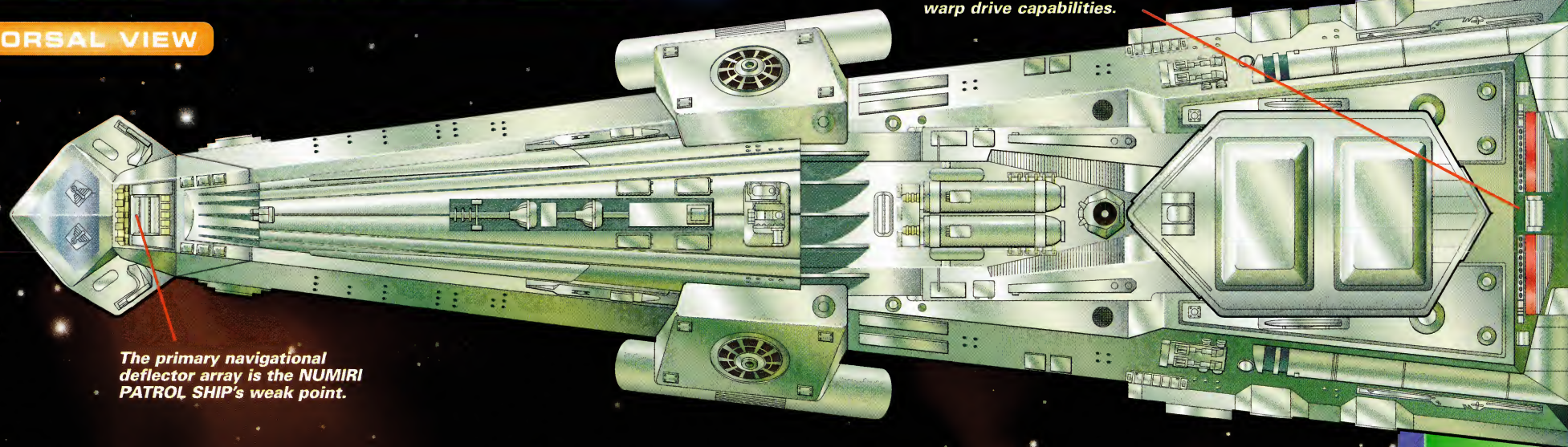
▲ **NUMIRI PATROL SHIPS** are protected by regenerative shields that work without the characteristic energy bubble seen on Federation starships.



▲ The crew of the **U.S.S. VOYAGER** disable the **NUMIRI PATROL SHIPS** without causing major damage by blowing out their navigational deflector arrays.

The Numiri Patrol Ship

DORSAL VIEW



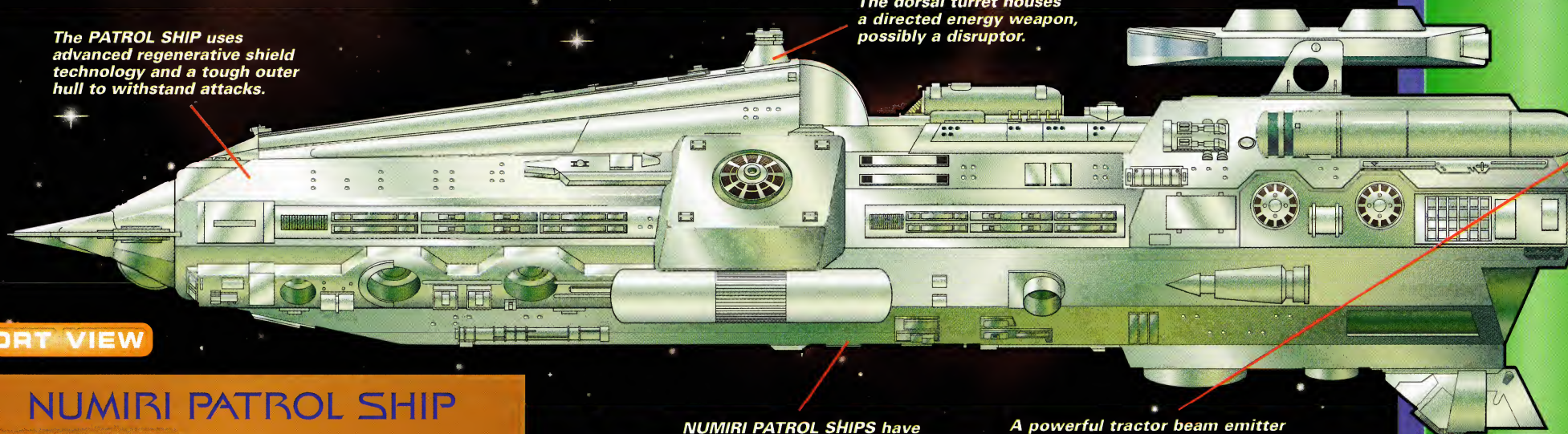
The primary navigational deflector array is the NUMIRI PATROL SHIP's weak point.

The PATROL SHIP uses impulse engines for propulsion. It is unknown if the vessel has warp drive capabilities.

The PATROL SHIP uses advanced regenerative shield technology and a tough outer hull to withstand attacks.

The dorsal turret houses a directed energy weapon, possibly a disruptor.

PORT VIEW



NUMIRI PATROL SHIPS have an internal docking bay for holding smaller craft.

A powerful tractor beam emitter mounted on the rear of the vessel is used to capture and hold small ships, such as escape pods or shuttlecraft.

NUMIRI PATROL SHIP

First recorded: 2371
Type: Military vessel
Weapons: Directed-energy turret cannon
Engines: Impulse
Features: Regenerative shields, tractor beam emitter



Sulu on the U.S.S. ENTERPRISE

Throughout the *U.S.S. Enterprise's* countless missions under the command of Captain Kirk, Hikaru Sulu serves with distinction as a bridge officer at the ship's helm. His skill and dedication to duty guides the ship through adversity and danger on many occasions.

Hikaru Sulu joins the *U.S.S. Enterprise NCC-1701* in 2265. He is originally assigned to duty as a physicist, but, shortly after joining the crew, he transfers to the position of senior helm officer.

It is in this capacity that Sulu serves a number of tours of duty on board both the *U.S.S. Enterprise NCC-1701* and the *U.S.S. Enterprise NCC-1701-A*, under the command of Captain James T. Kirk. Even as helm officer, Sulu continues to make good use of his physics background throughout his career; a working knowledge of complex mathematics often plays a key role in the split-second navigational decisions he must make when trying to extricate the ship from danger.

Sulu's primary work station is located at the forward console of the bridge, between the captain's chair and the forward viewscreen, on the port side. He shares this station with the navigator,

who works with him to pilot the ship.

Sulu and the duty navigator rely heavily upon the **astrogator console** that sits between them and allows them to pinpoint the exact galactic and local position of the ship at all times. The unit also includes other important instruments, such as a ship's chronometer.

At the helm

Sulu often uses a special viewer that emerges upon command from the helm console and provides him with direct access to a variety of readouts that display, among other things, the positions of other ships and any stellar phenomena. It also allows him to assess any damage inflicted upon enemy vessels during hostile encounters. Sulu's other responsibilities include overseeing evasion and efficiency drills, and monitoring the coolant temperatures of the engine's primary manifolds.

Due to the many long hours spent working with them, Sulu often develops

PROFILE ON SULU

NAME: Hikaru Sulu

RANK: Lieutenant

POSTING: Physicist, later helmsman, on the *U.S.S. Enterprise NCC-1701* and *U.S.S. Enterprise NCC-1701-A*.

REMARKS: Sulu serves at the helm of the *Enterprise* for an exceptional 25 years, from 2265 to 2290; he holds the position over two five-year missions under James T. Kirk, training missions under Spock, and a final tour of duty with Kirk aboard the *U.S.S. Enterprise NCC-1701-A*.

FIRST SEEN: 'Where No Man Has Gone Before' [TOS]



▲ A dedicated and stalwart officer, Hikaru Sulu is a permanent fixture on board the *U.S.S. ENTERPRISE* for a quarter of a century. He later accepts a long-deserved command of his own, aboard the *U.S.S. EXCELSIOR*.

★ First duty

Originally assigned to the *U.S.S. ENTERPRISE* as a physicist, Lieutenant Sulu later transfers to the position of senior helm officer.



LONG YEARS OF SERVICE

★ New voyages

Sulu was once again at the helm of the *U.S.S. ENTERPRISE* following the 2271 refit.

★ Expertise

Captain Kirk has often had to rely on Sulu's skills to overcome dangerous situations.



★ Training missions

Under Spock's command, Sulu continues to steer the *ENTERPRISE* during its days as a training vessel.

Sulu on the U.S.S. ENTERPRISE

★ Multi-tasking

Like all Starfleet officers, Sulu is cross-trained in all ship's functions and disciplines.

★ Full ahead

Sulu's helm console on the bridge controls thrusters, impulse power, and the warp drive systems for the ENTERPRISE.



"I'm delighted! Any chance to go aboard the ENTERPRISE!"

— Sulu to Captain Kirk



a personal relationship with the navigator sharing his station. These friends include relief navigator **Kevin Thomas Riley**, navigator **Pavel Chekov**, and navigator **Kevin Bailey**. When the *Enterprise* is threatened with destruction by **Balok's** huge spherical starship the *Fesarius*, Bailey loses his composure on the bridge; Sulu shows his loyalty to his friend by trying to cover for him until he can pull himself together. Sulu also develops a close friendship with Chekov that lasts many years.

Sulu has a good relationship with his superiors aboard the *Enterprise*. He has a healthy respect for both **First Officer Spock's** intelligence, and his ability to match wits with the best of them. He admires Spock's **Vulcan** stoicism, and tries to emulate that composure in the most difficult situations. Whether trying to outmaneuver a **First Federation** probe, shadow a **Romulan Bird-of-Prey**, or outrun a **Klingon Battle Cruiser**, Sulu does his job with efficiency and dedication, always maintaining a good sense of humor.

Off the ship, too, Sulu is a reliable and resourceful officer. When he is part of a geologic survey that becomes trapped on the icy surface of planet **Alfa 177** after a **transporter** malfunction, he maintains his high spirits even as the planet's temperature begins to drop to sub-zero temperatures. He jokes with a concerned Kirk that he would like to get back to the ship before the "skiing season," and requests that the *Enterprise* send down some coffee or rice wine. Even as the temperature continues to drop, Sulu is able to bolster the spirits of the rest of the landing party. Although suffering from extreme exposure and frostbite, he jokes with them about why "room service" is taking so long. This dry sense of humor endears him to many of his crewmates.

Sulu's quarters on the *Enterprise* are standard officer issue. Located on Deck 5, along with the majority of other senior crew's quarters, these **Constitution-class** starship



★ Captain in training

Hikaru Sulu hopes to eventually move to the center seat and command his own starship.

rooms are designed mostly with the conservation of space in mind. Sulu's popularity with his shipmates, and his wide variety of personal and professional interests, keep him very busy.

Continuing missions

The *Enterprise's* mission of exploration and discovery offers Sulu the opportunity to explore a myriad of interests while serving on board. For example, his fascination with botany is encouraged when he is allowed to

use the *Enterprise's* facilities to grow exotic alien plants; while off duty, he often spends a great deal of time in the ship's herbarium, nurturing them. He especially enjoys eating his meals there, as the plantfilled environment is a welcome diversion from his normally intense bridge duties.

Sulu's service aboard the *Enterprise* continues throughout its entire five-year mission under Kirk's command, cementing his position as both a respected bridge officer and as a trusted friend to his crewmates.

★ Dangerous duty

A career in Starfleet is not without its dangers, something Sulu has experienced firsthand.

Sulu remains with the *Enterprise* during its extensive refit between 2270 and 2271, continuing at the helm with intent to serve under **Captain Willard Decker**; the arrival of the *V'ger* spacecraft and Decker's subsequent disappearance leads to Sulu's return to Kirk's command as the now-admiral takes the center seat. Sulu continues to excel in his post during the *Enterprise's* subsequent five-year mission, and again during its final voyages, under the command of Captain Spock, when the starship is reassigned to **Starfleet Academy** as a cadet training vessel. Sulu works with a number of other *Enterprise* officers, including Spock, **Lt. Uhura**, and **Dr. McCoy** in several training missions and simulations as part of the ongoing Academy curriculum.

Following Spock's death in 2285, Sulu's final mission at the helm of the original *U.S.S. Enterprise NCC-1701* is an illegal one; he is part of the group that steals the starship in order to rescue Spock's body from the **Genesis Planet**. In the following year, Sulu and the rest of his crewmates are cleared of charges against them after their involvement in saving Earth from the alien **Cetacean probe**. Afterward, he is reassigned to the new *U.S.S. Enterprise NCC-1701-A*.

Sulu continues to hold his traditional position on the starship until the year 2290, when he is at last granted a well-deserved command of his own and is promoted to the position of captain aboard the *U.S.S. Excelsior NCC-2000*.

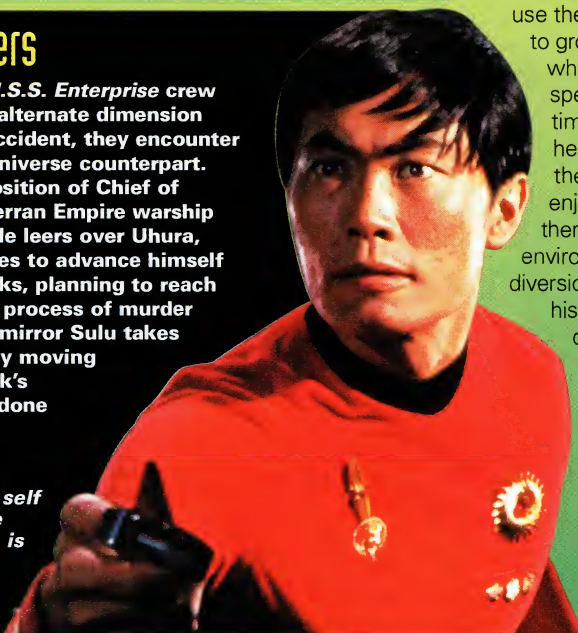
DARK REFLECTIONS

Scars and daggers

When several of the *U.S.S. Enterprise* crew are transported to an alternate dimension during an ion storm accident, they encounter Hikaru Sulu's mirror universe counterpart. This Sulu holds the position of **Chief of Security** aboard the Terran Empire warship the *I.S.S. Enterprise*. He leers over Uhura, and constantly schemes to advance himself through the ship's ranks, planning to reach a command level by a process of murder and intimidation. The mirror Sulu takes advantage of events by moving against Spock and Kirk's counterpart, but is undone by his own arrogance.

★ Dark mirror

Sulu's mirror universe self is security chief of the *I.S.S. ENTERPRISE*. He is a harsh, callous man, with little respect for his crewmates.



Gul Dukat: Descent into Madness

On the brink of achieving his final victory over Bajor and the Federation, and thus achieving everything he has ever desired, Gul Dukat loses it all. But it is the death of his daughter that sends him spiraling down toward madness.

About to win the biggest battle in his people's history over the Federation, and thus secure the domination of the Alpha Quadrant, Gul Dukat stands on *Terok Nor*, celebrating the coming conquest. Although victory is not in his hands yet, it matters little to the arrogant, confident Cardassian. All he sees is that his glory in reclaiming the rebellious Bajor and *Terok Nor* will pale in comparison to his greater victory over the Federation. Dukat dismisses the considerable assistance of the Dominion forces from the Gamma Quadrant; in his mind's eye, he alone is the glorious victor.

But, in a matter of seconds, Dukat's life has changed completely. As he awaits the sealing of his triumph, the wormhole aliens prevent the Dominion fleet from reaching the Alpha Quadrant; combined with

sabotage by the resistance movement, this leaves *Terok Nor* vulnerable to a Federation takeover. And yet Dukat might have been able to cope with even this devastating loss if it hadn't been for the even crueler blow that comes with it: the death of his daughter, Tora Ziyal.

One might surmise that the breakdown that is to come so quickly always has been waiting to erupt in Dukat. After all, what megalomaniac can handle the bitter truth of reality?

Love and hate

In 2372, Dukat's decision to bring Ziyal back to Cardassia to live with him is the first indication that, contrary to his better judgment, Ziyal means an enormous amount to him. They have a troubled and turbulent relationship, but, in the end, it is Dukat's deep love for his daughter that snaps his last, tenuous hold on his sanity.

Forced to evacuate the station, Dukat searches for

Ziyal to ensure she is on the transport. He is still dumbfounded that the victory within his grasp eluded him. He finds Ziyal

and, to his horror, she confesses she helped the Federation supporters retake the station. Then, before his unbelieving eyes, his lovely, headstrong daughter is killed by his

second-in-command, Damar. This is the final straw. Dukat holds his dead daughter, rocking her and whispering that he forgives her. Dukat makes no attempt to save himself; when Federation officers

EDGE OF INSANITY

NAME: Gul Dukat

DATE: 2373

EVENT: Poised on the edge of a victory that is snatched away, Gul Dukat's daughter is killed in front of him. Starfleet personnel find him in a confused and withdrawn state.

DATE: 2374

EVENT: Marooned after a crash, Dukat is tormented by visions of his former allies and enemies.

DATE: 2374

EVENT: In his latest dealings with the Federation, Dukat is obsessed with taking revenge on Captain Sisko and the Bajorans.

MADNESS FIRST OCCURS: 'Sacrifice of Angels' [DS9]

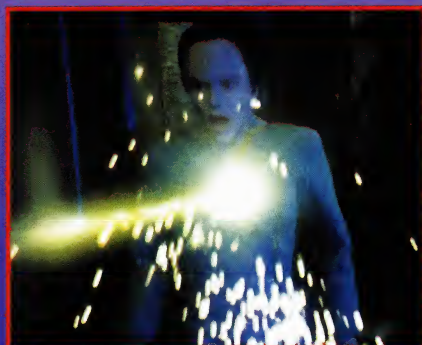


▲ Gul Dukat seeks to reclaim the glories he once enjoyed as Prefect of Bajor. But when victory is snatched from his grasp the price is too high to pay, and the cost is his sanity.

TRAGEDY STRIKES

★ Callous murder

The tragic death of Dukat's daughter Ziyal comes at the hands of his second-in-command, Damar.



★ Forgiven

Dukat cradles Ziyal's dead body. He tells her he forgives her for siding with the Bajoran rebels against him.

★ The grip of madness

Dukat makes no attempt to escape once Ziyal is dead, and does not resist arrest.



Gul Dukat: Descent into Madness



★ **Phantoms of conscience**
As Dukat's psychosis deepens, hallucinations of Major Kira Nerys, Weyoun, and Damar torment him.

★ **Seeking respect**
The insane Dukat believes that Sisko should respect him for his conduct during the Bajoran occupation.



arrive, he offers no resistance. They put him in a holding cell, where he talks as though Ziyal is still alive and that they will return to Cardassia.

Dukat is given into the care of Federation doctors, including **Dr. Cox**. In the beginning, all he does is curl up in a ball and cry himself to sleep; sometimes he screams until the nurses and doctors are forced to sedate him. But, eventually, Dukat's treatment reaches the stage where he is encouraged to talk about Ziyal and her agonizing loss. Dr. Cox says it is best if Dukat talks about his

daughter whenever possible, since it was her death that brought on what the Cardassian calls his "momentary instability".

With the help of the Starfleet medics, Dukat appears to make a remarkable recovery, and he is soon sent, with **Captain Sisko** accompanying him, to **Starbase 621** as a war criminal, where he will appear before a special jury. But their ship is attacked by Cardassians, and Dukat escapes,

with a badly injured Sisko, to an uninhabited planet. At first, Dukat appears normal, setting up their escape shuttle's distress beacon to send out a general distress call. Taking the Cardassian at his word, Sisko doesn't suspect that Dukat's recovery is nothing of the sort.

Dukat is wrapped up in an internal battle, trying to find peace in his madness. He engages in conversations with people he only imagines to be there, including **Weyoun**, **Damar**, and **Major Kira**.

Dukat feels he has earned Sisko's respect. From Dukat's perspective, he spent his time on Bajor during the occupation attempting to help an inferior race, to turn their planet into a paradise with as few deaths as possible. He believes the harsher actions he took against the Bajorans were forced on him by **Cardassian Central Command**. Dukat claims he wanted to rule with a softer hand; the death of so many Bajorans doesn't stain him at all.

The hateful truth

Dukat does not understand how the Bajorans can fail to recognize his benevolence, and has convinced himself that his tenure as Prefect has been twisted. He has created an illusion to glorify his actions on Bajor, and he wants Sisko to concede to his brilliance. When Dukat discovers Sisko detests him, his insanity comes flooding to the surface once again. He rants against the relentless pride of the Bajorans, and says that he should have killed them all, turning "their planet into a graveyard the likes of which the Galaxy has never seen!" Deep in

"But to this day, is there a single statue of me on Bajor?" — Gul Dukat to Sisko

his mental breakdown, the Cardassian believes the Bajorans misunderstood his good intentions, and now they must pay for it. He vows that from this day forward, Bajor is dead. Even their **Emissary** won't be able to save them.

Road to recovery?

It is impossible to tell where Dukat's sanity and insanity meet. He sees the past from a perspective that glorifies his actions, and promises a future filled with nothing but trouble for everyone who crosses his path. How Dukat succeeded in convincing Federation doctors that he was cured is unknown, but one thing is certain: when he escapes Sisko, leaving him behind on the inhospitable planet, Dukat appears to be far more dangerous as a madman than he ever was as a megalomaniac Cardassian Gul.

In his more recent dealings with the Federation, Dukat's outright insanity appears to have been replaced by an open megalomania, centered around his desperation for revenge against Sisko, **Starfleet**, and the Bajorans. His behavior suggests that he is far from sane; he seems prepared to go to any lengths and is even prepared to allow himself to be possessed by a **Pah-wraith**. Only time will tell how tight his grip on his fragile psyche really is.

TRAPPED TOGETHER

In danger

On a mission to transport Gul Dukat to a war crimes trial by special jury on **Starbase 621**, Sisko's ship crashes on a desolate world. With his arm badly broken, Sisko must work with the unstable Cardassian in order to send out a message for Starfleet rescue ships. But Dukat has another plan; he is looking for an escape route, and a chance to take revenge on the Bajorans.

Hands of a madman

Dukat draws a phaser on Benjamin Sisko, but instead of killing the injured captain, he offers to work with him.



★ Breakdown

Alone in a **DEEP SPACE NINE** holding cell, Dukat spends most of his time curled up in a ball, screaming at the staff or talking to himself. He appears to be completely mad.



SEE OTHER
FILES...OTHER STARSHIPSFile 40
STARFLEET PERSONNELFile 43
STAR TREK: THE
NEXT GENERATIONFile 69

Berlinghoff Rasmussen

At first glance, the personable, intelligent Professor Berlinghoff Rasmussen seems to be exactly what he says he is; an historian from the future. However, his secret agenda is soon revealed, along with his true opportunist nature.

Professor Berlinghoff Rasmussen appears on the *U.S.S. Enterprise NCC-1701-D* on Stardate 45249.1

claiming to be an historian from late 26th-century Earth; his professed field of study is interstellar history, specializing in the 22nd through 24th centuries.

The truth, however, is somewhat different. Rasmussen is indeed a time traveler, but he has come to 2368 from 200 years in the past. The real time historian was a man from 400 years in Rasmussen's future; when he traveled to 22nd-century New Jersey, Rasmussen, an unsuccessful inventor, stole his clothing and his *Time Travel Pod*, leaving him stranded.

After several weeks spent figuring out how the time machine works, Rasmussen sets out to travel to the future. He intends to steal advanced

technology, then bring it back to his time and pretend to invent one device a year, thus becoming rich and famous.

Berlinghoff Rasmussen is tall, with thinning blond spiky hair. His stolen 26th century clothing is a knee-length jacket over patterned pants and matching shirt. He walks with an unusual gait, leading with his head, his long neck outstretched and his strong chin jutting out even further. His voice is distinctive; a peculiar squeak betrays his geeky, neurotic self.

Into the future

Armed only with some knowledge of the 24th century, gleaned from the computer of the stolen *Time Pod*, and the skills of a first class conman, Rasmussen manipulates the crew of the *U.S.S. Enterprise* into giving him what he wants: the technology of his future.

After arriving aboard the Federation vessel, he

PROFILE ON RASMUSSEN

NAME: Berlinghoff Rasmussen

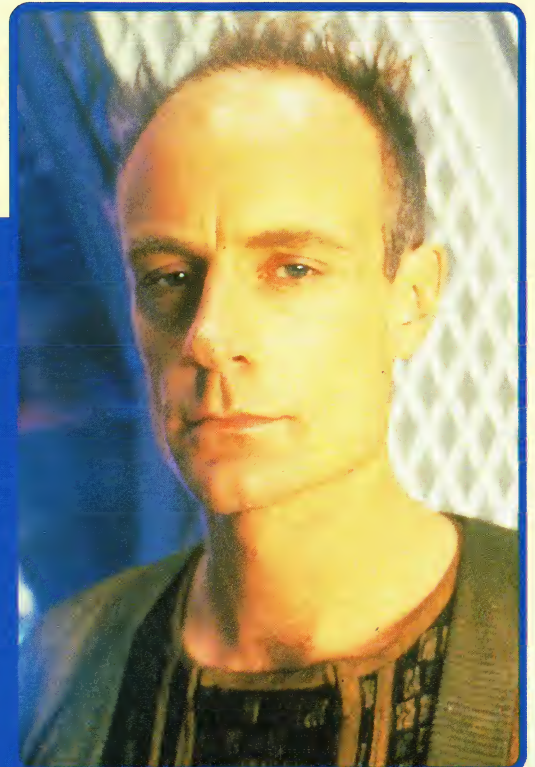
LIFE FORM: Human male

FORMER STATUS: Time-traveling conman and criminal.

CURRENT STATUS: Held in custody on *Starbase 214*'s historical research center.

REMARKS: Rasmussen is arrested by Captain Jean-Luc Picard after attempting to steal several items of 24th century technology, including the android Starfleet officer Data.

FIRST SEEN: 'A Matter Of Time' [TNG]



▲ Berlinghoff Rasmussen, born in the 22nd century in the United States of America, is an intelligent, unprincipled opportunist. He steals a *TIME TRAVEL POD* from an unwary 26th century researcher and uses it to purloin advanced technologies for his own personal gain.

displays his skills as an inventor, but his greatest invention is the elaborate story with which he fools Captain Picard. Stolen credentials attest to his

status as a 26th-century historian, and he is given permission to conduct his historical research. The crew are instructed to accommodate him.

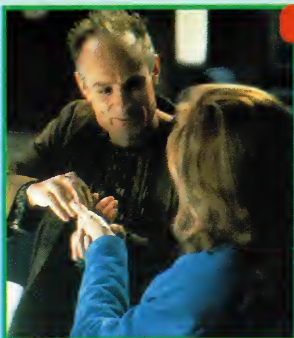
Rasmussen uses the excuse of preserving the

timeline to fend off any further inquiries about himself or the future, successfully deflecting the crew from his true motives, and his stolen 26th-century equipment supports his charade. The *Time Pod*'s hull is composed of plasticized tritanium mesh, has no visible door, and is completely impenetrable by Starfleet sensors. Rasmussen wears a ring device that opens to reveal a timepiece, believed to be related to the *Time Pod*'s autotimer and transporter. He claims that

PRETENSE OF FRIENDSHIP

★ Hi-tech kidnapping

To Data's dismay, Professor Rasmussen attempts to kidnap him, along with several other items of 24th-century technology.



★ Charming approach

With his easygoing nature, Rasmussen tries to win friends among the crew of the *U.S.S. ENTERPRISE*. His methods of ingratiating himself with the officers are really just a means to acquire new technologies.

★ Trust me

Rasmussen claims to be from the 26th century, but he is actually from more than 200 years in the

Berlinghoff Rasmussen



★ **Question time**
Rasmussen distracts the crew members from his true purpose aboard the U.S.S. ENTERPRISE by insisting they answer his questions during their mission to Penthara IV.



★ **In the way**
Worf finds his resentment of the irritating professor increasing as Rasmussen continues to disrupt his off-duty leisure time, and even pesters him in Ten-Forward.

the *Enterprise's* technology is quaint by comparison with what exists in the future.

In an effort to find out more about technologies that would be of use to him, he gives the crew members detailed questionnaires related to their field of expertise, under the guise of historical fact-finding. Rasmussen claims to be fascinated by people's differing perspectives on progress, and what they find historically interesting, in an effort to manipulate them into giving him ideas he can use in his own time.

Chronological conman

Rasmussen is a terrific actor and a very creative thinker. Always able to improvise in any situation, he never lets himself react to technology he has never seen with any amount of surprise or interest. When he first encounters **Data** processing information at an astounding rate, he dares to ask **Geordi La Forge** if "that's as fast as he can go". But behind the crew members' backs, he is always on the lookout for hardware that may be of use to him, and pilfers items including **tricorders**, **phasers**, and **medical instruments**, and stashes them in his *Time Pod*.

Outrageously cocky, he shows little respect to Captain Picard, casually makes himself at home in **Commander Riker's** chair while he's on the bridge, and makes romantic overtures to **Beverly Crusher**, which are gently rebuffed. He seems to toy with the crew, simultaneously pandering to

their egos and curiosity. He needs the Starfleet officers to trust him, and is concerned when he suspects that the empathic **Deanna Troi** does not. He never makes an answer up, under the pretense that he is protecting the timeline; in fact, he is being

"I was quite content with the notion of returning with these trinkets. I'd invent about one a year. But now, look what fortune has graced me with."

— Rasmussen to Data

evasive to protect himself later, when he may be asked something that he cannot answer. He skillfully deflects attention away from his true nefarious purpose, and always responds to subsequent answers in a way that suggests he's interested in what the crew member's response says about him or her, when in truth he is actually looking for hints, ideas, and advancements that he can appropriate and exploit when he returns to his own time.

A step too far

Rasmussen makes irritating observations about what is going on in the moment, and often repeats a crew member's phrase as if it will go down in history, implying that something very important is about to happen. His remarks are unsettling for the crew, provoking them to second-guess themselves and wonder if something tragic or wonderful is about to happen. His frequent comments, observations, and responses are hard to ignore, and are that much more annoying because he tells everyone to pretend he's not there.

And yet, Rasmussen may still have left the *Enterprise* without the truth being discovered if not for the fact that, while he is aboard, so many items are reported missing that Picard orders an inspection of his ship upon his departure. Still convinced of his ability to succeed, Rasmussen lets Data accompany him inside the vessel only because he intends to abduct the android as well. Inside, he reveals his plan to Data, but is thwarted when the *Enterprise's* computer disables his phaser. Once evacuated, his empty *Time Travel Pod* soon vanishes on automatic pilot without him and he is placed under arrest by Picard. The captain then sends him to a Federation historical research center on **Starbase 214** where he will become a live 22nd-century research subject for 24th-century historians. It seems that Berlinghoff Rasmussen will make his mark on history, even if it is not in the way he originally planned.

★ **Stolen Data**
The thief Rasmussen sees Data as the ultimate piece of 24th century booty, and tries to steal the android during an inspection of the TIME POD.



THIEF FROM YESTERYEAR

Crime traveler

The arrival of Professor Berlinghoff Rasmussen aboard the U.S.S. *Enterprise* is a surprise to the entire crew. He claims to be a time-traveling historian who wants to observe the crew as they work to save Penthara IV from the aftermath of a deadly atmospheric contamination, but the truth is that he is a thief from the past, and is impersonating the real owner of his *Time Pod*. The fast-talking conman intends to steal items of 24th-century technology, then return to the past and get rich by 'inventing' these amazing devices. But his plan backfires and strands him in the 24th century with no way to return to his own time.

▶ **Left behind**
Rasmussen is arrested and stranded on the ENTERPRISE when his stolen TIME TRAVEL POD heads back to the 22nd century without him on board.



◀ **Time to time**
Rasmussen's 26th-century time travel machine is a versatile craft that is capable of traveling through space as well as time, and can be operated by remote control.

Life Support Gear

Starfleet officers journeying to new planets must check atmospheric conditions and, if necessary, wear life support gear.

When undertaking interstellar travel and visiting different worlds, one of the most important considerations is the breathability of any uncharted planet's atmosphere. There are several ways to overcome the atmosphere if it is suspected to be dangerous to the person about to be exposed to it; one option is an environmental suit that can provide the right temperature and a suitable breathing mixture. Sometimes, however, ship's sensors will have established that the conditions on the planet's surface are more hospitable, and a mere breathing apparatus, also known as life support gear, will suffice.

The primary component of Starfleet's life support gear is a face mask breathing apparatus. This light piece of equipment is

designed to be worn over the head and is attached with an elasticated band that passes around the back of the skull to hold it in place. The main piece fits only over the lower part of the face, offering the proper oxygen/nitrogen mix direct to the mouth and nose. This device, however, does not provide any eye protection, nor does it protect areas of skin not covered by the duty uniform. A small tube transports the oxygen to the face mask from a small box device, worn down at the waist.

Lightweight and portable

The device is used when a Starfleet landing party from the **U.S.S. Enterprise NCC-1701** beam down to a planet called **Gothos**, a strange world composed of iron and silica. The world is not gaseous or dangerous in any other



Although rarely needed, a simple breathing apparatus, as opposed to a complete environmental suit, is usually enough protection for away teams.

way, so simple life support gear is all that is required. When the landing party discover the air is actually the same as on Earth, the breathing masks are removed.

Another instance that requires life support gear occurs when **Dr. Simon Van Gelder**, in a frenzied state, beams aboard the *Enterprise* in a container meant to hold material from the Bureau of Penology, Stockholm. Once on board the *Enterprise*, Van Gelder removes the device and escapes from his travel container on the transporter pad.

TRANSPORTING INTO THE UNKNOWN

Following procedures

In 2267, a landing party from the **U.S.S. Enterprise** beam down to the planet **Gothos**, a previously uncharted world comprised of iron-silica. They do not realize that the world was created by **Trelane**, a powerful entity. Ship's scans are unable to confirm the breathability of the planet's atmosphere, so the landing party follow a textbook approach before their arrival, donning breathing equipment before they beam down. Once the devices are operable, the beamout takes place. After arrival, the landing party are able to remove the device when tricorder scans confirm the area's breathability.

The landing party fit breathing equipment before they beam to Gothos.



Once the beamout is complete, one of the officers will take a tricorder reading to determine whether the breathing equipment is still required. The others will wait until the all clear is received before removing the apparatus.

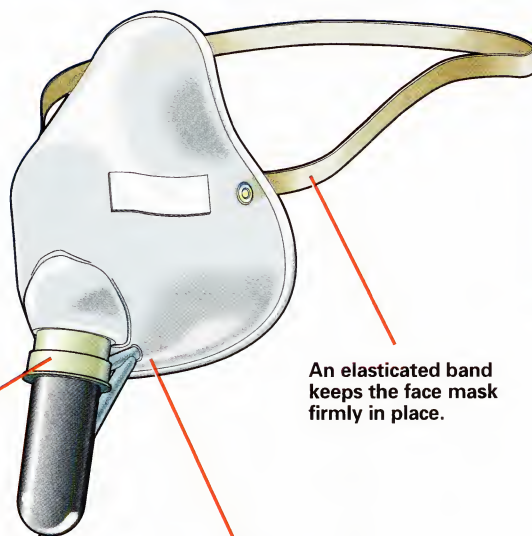
The landing party remove their life support gear and carry on with their duties. The equipment will be kept close at hand so that it can be replaced if conditions deteriorate.



Life Support Gear

FACE MASK

1 Breathability The life support gear used by **Starfleet** personnel in the 23rd century is very basic, but it provides enough protection in certain conditions where the oxygen/nitrogen mix in the atmosphere is not suitable for humans or other humanoids.



The tube that links the oxygen supply to the face mask meets at this point, just below the nose section.

An elasticated band keeps the face mask firmly in place.

A separate tube carries away air that has been breathed out, ensuring that this does not pollute the oxygen supply.

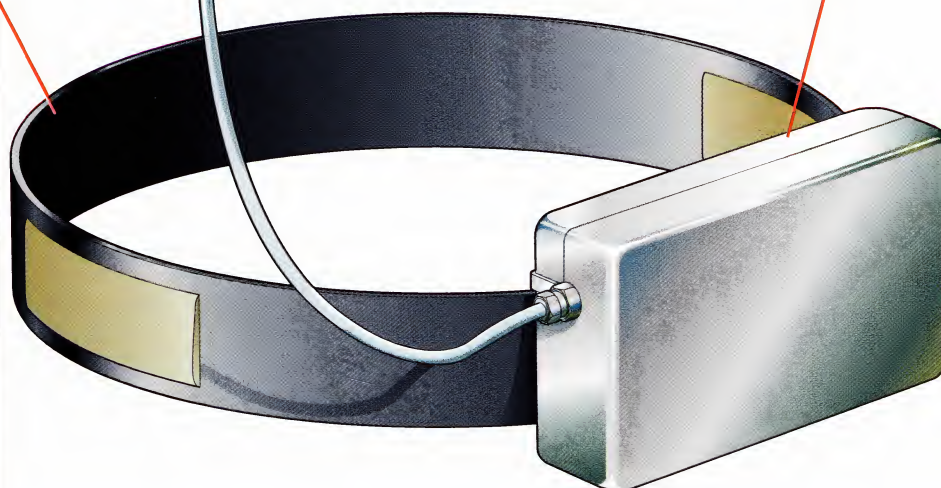


Dr. Simon Van Gelder wears breathing apparatus when he secretly comes aboard the **U.S.S. ENTERPRISE** in a box of classified material meant to be from the Bureau of Penology, Stockholm.

2 Lightweight The life support gear's oxygen supply is compact enough to be worn on the waist of the user; the small box supplies oxygen direct to the wearer's mouth and nose. It is much more compact than the larger oxygen tanks used centuries earlier for space travel or underwater exploration.

The oxygen tank is carried on a belt that is worn over the duty uniform.

This device supplies regulated oxygen. It can be adjusted to suit the needs of the user and the requirements dictated by the surrounding environment.





FILE 68 STAR TREK: The Original Series

'The Paradise Syndrome'

On a mission to save a primitive Earth-like world from a collision with an asteroid that will cause certain destruction, **Captain James T. Kirk** is lost inside a strange alien obelisk and loses all memory of his life and career aboard the *U.S.S. Enterprise*.

CAPTAIN'S LOG
STARDATE: 4842.6

"First Officer Spock commanding. Numerous search parties and repeated sensor probes of the area have failed to locate Captain Kirk."

Kirk, McCoy, and Spock beam down to an Earth-like planet, and discover an alien obelisk. Oddly, the locals appear to be tribes of Native Americans. Exploring alone, Kirk falls through a trapdoor and a beam of light erases his memory; before the crew can locate him, the *U.S.S. Enterprise NCC-1701* has to leave orbit to try and deflect an asteroid. Meanwhile, Kirk discovers that local legends speak of a god who will save them from disaster. When he saves the life of a boy thought drowned, the people are convinced he is their god.

The *Enterprise* reaches the asteroid, but the deflectors fail to change its path. The ship returns to the planet, and Spock begins to study a recording found on the obelisk.

Going native

Kirk is made the tribe's medicine chief; tradition dictates he must wed **Miramanee**, a tribal princess. He is challenged to a fight by **Salish**, who was medicine chief before Kirk arrived; Kirk wins, but Salish refuses to believe he is a god. Later, Kirk confesses to his new wife he has dreams about a ship that moves in the sky. He feels his place is there, but then she tells him she is pregnant.

On the *Enterprise*, Spock deciphers the obelisk's message; it is an asteroid deflector, left by a race called the **Preservers** who rescued cultures in danger of extinction. They must return to the planet and repair it.

A storm brews, a sign of the approaching asteroid. Kirk goes into the obelisk but he doesn't know what to do; Salish gathers the rest of the tribe together and encourages them to stone Kirk and Miramanee for Kirk's "falsehood". Spock and McCoy arrive, and Spock restores Kirk's memory via a **mind-meld**; they deduce that the tones of the **communicator** and his hail to the ship will open the obelisk. Spock activates the sequence and the asteroid is deflected, but Miramanee has been mortally wounded by the stoning. Kirk tells her the planet is safe and they say their sad goodbyes as she and the captain's unborn child die.

ON SCREEN...



1 Kirk, Spock, and McCoy survey the surface of a planet threatened by an oncoming asteroid; a strange alien obelisk dominates the area.



2 The locals are actually a tribe of Native Americans, relocated to this distant world by a powerful race of aliens known as The Preservers.



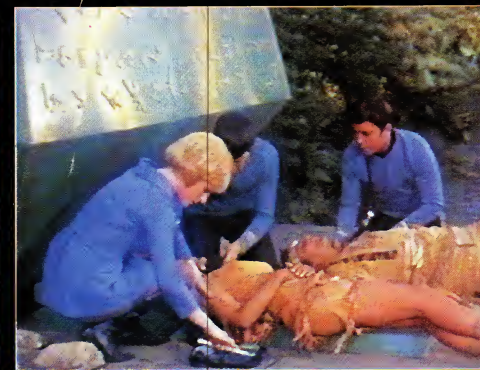
3 After losing his memory, Kirk is brought into the tribe. When he saves the life of a small boy, the locals name him as the god of their legends.



4 Salish claims that Kirk, whom the natives know as 'Kirok', is not a god. He will stop at nothing to prove it, and challenges Kirk to a duel.



5 Salish encourages the villagers to violence. They stone Kirk and the pregnant Miramanee as punishment for Kirk's "falsehood".



6 McCoy and Spock return in time to stop the asteroid, but they cannot save the fatally wounded Miramanee. She and Kirk's unborn child die from her injuries.

STARSHIP FACTS

The Preservers seeded many worlds with 'primitives,' such as these Native American tribespeople from Earth.



'The Enterprise Incident'

Patrolling the borders of the Romulan Star Empire, Captain Kirk appears to behave irrationally and leads his ship into enemy territory. Only he and Mr. Spock know that his madness is faked; in fact, they are on a mission of the utmost secrecy.

ENTERPRISE MEDICAL LOG

STARDATE: 5027.3

"Dr. Leonard McCoy recording. I am concerned about Captain Kirk – he shows indications of increasing tension and emotional stress. I can find no reason for the captain's behavior, except possibly that we have been on patrol too long ..."

Dr. McCoy is worried that **Captain Kirk** is showing signs of stress. His concern seems justified when Kirk orders the **U.S.S. Enterprise NCC-1701** into **Romulan** space. A **Romulan Battle Cruiser** decloaks, and orders Kirk to surrender; Kirk threatens to destroy the *Enterprise* if they try and board. The Romulan commander requests to see Kirk and **Spock** on her vessel, and will send two of her officers in exchange to guarantee their safety. Kirk tells her that his ship suffered a malfunction, but Spock blames the incursion on Kirk's personal actions, saying that he has lost the capacity to command.

Secrets and lies

Charged with espionage, Kirk is taken to the Romulan brig, but he injures himself trying to escape, and McCoy is beamed across to treat him. He declares the captain unfit, and Kirk attacks Spock. Spock defends himself and Kirk collapses; Spock says he has killed him with a **Vulcan death grip**.

Kirk's body is taken back to the *Enterprise*, where, incredibly, he revives. He and Spock have been acting under orders, to hide the **Federation's** involvement in a secret plan.

Kirk undergoes plastic surgery to resemble a Romulan, and beams back to the *Battle Cruiser*, where Spock has learned the location of its **cloaking device**. The Romulans detect Kirk's transmission and start searching for him, but he finds the cloaking device and manages to beam out with it. Back on the *Enterprise*, Scotty has just 15 minutes to install it.

Chekov pinpoints Spock's position and beams him aboard; the Romulan commander grabs hold of him and is also transported. She gives orders to fire, but, before her ship is in range, Scotty gets the device working and they vanishes before the Romulans can attack. The Romulan commander, stranded on the *Enterprise*, will be taken to a Federation starbase.

ON SCREEN...



1 When Captain Kirk takes the **U.S.S. ENTERPRISE** into Romulan space in violation of a treaty, the ship is surrounded by a trio of **ROMULAN BATTLE CRUISERS**.



2 The **Romulan Commander** demands to see Kirk and Spock on her ship. She arrests Kirk and charges him with espionage; Spock tells her Kirk is sick.



3 When Kirk breaks out of the Romulan brig and attacks his crewmates, Spock uses the deadly **Vulcan death grip**, killing him instantly.



4 The whole incident has been a secret mission to allow Kirk to sneak back onto the ship disguised as a Romulan, in order to steal a cloaking device.



5 The Romulans detect an intruder aboard. They mobilize to intercept and capture Kirk, but he beams away before they can stop him.



6 Scotty must install the Romulan cloaking device aboard the **ENTERPRISE** before the enemy ships can open fire and destroy them.

STARSHIP FACTS

The **D-7 Battle Cruisers** used by the Romulans are actually former **Klingon** ships, obtained in exchange for cloaking device technology.



'Distant Origin'

Professor Gegen, an alien molecular paleontologist, dares to suggest that his lizard-like species the Voth may not be native to the Delta Quadrant, but instead originated in a distant corner of the Galaxy, on the homeworld of the *U.S.S. Voyager NCC-74656*.

RESEARCH LOG OF PROFESSOR GEGEN

"Lying before you is proof of the Distant Origin Theory. These remains demonstrate beyond doubt that we arose elsewhere in this Galaxy ... that we evolved on a faraway planet and traveled to this space millions of years ago, our true history lost."

On Hanon IV, Professor Gegen, a Voth scientist, finds the remains of a human being. Confirming that his find has genetic similarities to his own race, he takes it to the **Ministry of Elders** and asks for help to find the ship from which the creature came. But the Elders are shocked by his theory that the Voth may have evolved from another species; he is implying that their entire culture is based on a lie. When Gegen continues to insist that the truth must be known, the Ministry plans to arrest him for heresy. But, armed with a piece of uniform that has a microscopic marking identifying the body as having come from the **U.S.S. Voyager NCC-74656**, Gegen and his assistant, **Veer**, set off in search of the ship.

A search for the truth

Gegen and Veer find *Voyager*, and beam onto the ship to observe the crew, hidden by **interphase cloaks**. **Ensign Kim** detects them and, after a struggle, Veer is captured, but Gegen is able to escape, taking **Commander Chakotay** with him. Chakotay wakes up on Gegen's research vessel, and agrees to help prove the scientist's theory in return for his freedom.

On *Voyager*, research shows that the Voth and the humans do indeed share many DNA markers. Chakotay and Gegen surmise much the same thing. Chakotay wants to get back to *Voyager*, but Gegen sees him as living proof of the Distant Origin Theory. Suddenly, a **Voth City Ship** arrives and beams *Voyager* inside. Voth guards take control, and Gegen is informed that the Elders will destroy his proof – *Voyager* – unless he says that his theory is wrong.

Gegen and Chakotay appear, but the professor still refuses to refute his claims, even though it means he will be imprisoned for heresy. But when he realizes that the *Voyager* crew will be forced to join him, he retracts his claims in return for the **Starfleet** officers' freedom.

ON SCREEN...



1 Professor Gegen is a Voth. His people travel the Delta Quadrant in massive CITY SHIPS, but he believes that they evolved on another planet.



2 Remains found on Hanon IV back up Gegen's controversial Distant Origin Theory. He decides to ask the Council of Elders to help him with further research.



3 A microscopic label on the skeleton's uniform identifies it as coming from the **U.S.S. VOYAGER**. Professor Gegen sets out to find the ship.



4 Gegen and Veer find **VOYAGER** and beam aboard, hidden by interphase cloaks, but they are discovered. Gegen escapes, taking an injured Chakotay with him.



5 The **VOTH CITY SHIP** that is searching for Gegen arrives, and takes **VOYAGER** inside. The Council of Elders are prepared to destroy Gegen's 'evidence.'



6 Gegen is brought before the Elder. He agrees to keep silent and refute his theory in order to save **VOYAGER** and its crew from destruction.

STARSHIP FACTS

A The Voth can voluntarily enter a protective state of hibernation if they are injured or threatened, as Veer demonstrates in sickbay.



FILE 71 STAR TREK: VOYAGER

'Displaced'

Without warning, members of the crew of the *U.S.S. Voyager NCC-74656* are vanishing, replaced by aliens known as the **Nyrians**. What seems like an unexplained phenomenon is soon revealed as an insidious plot to capture *Voyager* by replacing the crew.

Tom Paris and B'Elanna Torres are arguing in a corridor when a **Nyrian** man appears next to them. He claims to have no idea what has happened, and the computer reports that **Kes** disappeared at the exact moment he arrived. More crew members are replaced by the Nyrians, who are apparently appearing from a Nyrian colony. When **Captain Janeway** disappears, **Chakotay** restricts access to all systems and erects forcefields around sensitive areas.

B'Elanna discovers that the Nyrians are responsible, but she disappears before she can tell anyone; the aliens take over the ship and begin to decrypt the access codes. Chakotay saves the **Doctor** from deletion by downloading him to the mobile emitter before he, too, is beamed away.

Against captivity

On the Nyrian colony, the aliens explain that the crew will spend the rest of their lives here. The compound is pleasant, but it is surrounded by wilderness. **Jarlath**, a reptilian alien, appears through a portal and explains that he is their neighbor. Janeway persuades him to show the crew how to move between the environments, and B'Elanna alters the Doctor's optical sensors to find a second portal. Janeway takes a small team into the corridor on the other side; she and **Tuvok** find a control station and learn that they are on a ship, but they trip a security alert. Tuvok and Janeway find the Nyrians' translocator, but Tom and B'Elanna are forced to take refuge in an arctic area. The Nyrians follow them in, but cannot tolerate the temperature.

Janeway and Tuvok access the translocator controls, and send Tom and B'Elanna to the **Federation** habitat and the Nyrian leaders to the arctic zone. Unable to withstand the cold, the Nyrians surrender, letting the crew return to *Voyager* and the other prisoners contact their worlds.

CAPTAIN'S LOG STARDATE 50912.4

"It's been 12 hours since these mysterious exchanges began, and we still haven't discovered their cause. At last count, I've lost over half my crew."

ON SCREEN...



1 Nyrians begin to appear on the *U.S.S. VOYAGER*, replacing the ship's crew members. The Nyrians claim to have no idea why this is happening.



2 The Nyrians exchange the entire *VOYAGER* crew, placing them in a prison that approximates comfortable, Class-M planetary conditions.



3 With the help of Jarlath, a prisoner from another environment, Torres and Paris attempt to find a way out of the Nyrians' confinement.



4 Tom and B'Elanna become trapped in another environment, a frigid icy tundra with sub-zero temperatures. Torres finds it hard to tolerate the cold.



5 Janeway and Tuvok leave their environment and find the Nyrian ship's controls. They attempt to access the aliens' translocator.



6 The Nyrians are transported to the arctic environment and forced to surrender or face the terrible cold. The *VOYAGER* crew and the others are freed.

STARSHIP FACTS

A The *Nyrian Colony Ship* contains 94 different artificial environments, including temperate (similar to Class-M), arctic tundra, deserts, swamp lands, and a cratered moonscape.



G continued

Gorath

Locale noted for its sulfur lagoons. **Klingon** warriors must traverse the noxious lagoons as part of the **Day of Honor** ritual, an elaborate ordeal that tests his or her worthiness. (*Starship Log*: 'Day of Honor' [VOY]) **SEE FILES 11, 71**

Gordon, Ensign Paul

Starfleet engineer. Gordon was part of the small force, led by **Captain Sisko**, aboard a commandeered **Dominion** warship when it crashlanded on a **Gamma Quadrant** planet. Gordon died in a firefight with **Jem'Hadar** soldiers. (*Starship Log*: 'Rocks and Shoals' [DS9]) **SEE FILES 27, 70**

Gordon, Jay

One of three winners of a science fair aboard the **U.S.S. Enterprise NCC-1701-D** in 2368. **Captain Picard** made Gordon honorary science officer during a shipwide crisis. (*Starship Log*: 'Disaster' [TNG]) **SEE FILES 25, 69**

Gorgan

This evil life form, found on **Triacus** by the **Starnes Expedition**, planned to use children to help it conquer the Galaxy, but was thwarted by **Captain James T. Kirk**. (*Starship Log*: 'And the Children Shall Lead' [TOS]) **SEE FILES 58, 68**

Gorkon, Chancellor

Leader of the **Klingon High Council** during the early 2290's. Gorkon was assassinated in 2293 by conspirators opposed to his attempts to foster peace with the **United Federation of Planets**. (*Starship Log*: *Star Trek VI: The Undiscovered Country*) **SEE FILES 11, 48, 77**

▶ **After Gorkon's assassination, his daughter Azetbur carried on his work.**



Gorkon, U.S.S.

Excelsior-class starship, registry number **NCC-40512**. It was one of the few **Starfleet** ships named for a non-**Federation** member. (*Starship Log*: 'Descent', Part I [TNG]) **SEE FILES 31, 69**

Gorlan prayer stick

This rare archeological relic was purchased by **Jean-Luc Picard** with a bottle of **Saurian brandy**. Years later, in 2370, Picard gave the prayer stick to **Jason Vigo**, a young man he had temporarily believed to be his son, as a parting gift. (*Starship Log*: 'Bloodlines' [TNG]) **SEE FILES 44, 69**

Gorn

Member of a race of reptilian humanoids who attacked and obliterated a **Federation** outpost on **Cestus III** in 2267 because of a misunderstanding. The **Metrons** forced **James T. Kirk** and the captain of a Gorn ship into combat. (*Starship Log*: 'Arena' [TOS]) **SEE FILES 18, 68**



▶ **Captain Kirk and the Gorn engage in hand-to-hand combat on the surface of a planet to which they were transported by the Metrons.**

Goro

This elder of **Miramanees** tribe accepted **James T. Kirk** as a god. (*Starship Log*: 'The Paradise Syndrome' [TOS]) **SEE FILES 18, 43, 68**

Gorokian midwife toad

Tail-less terrestrial amphibian. **Q** threatened to turn **Quinn** into one of these life forms during a confrontation aboard the **U.S.S. Voyager** in 2372. (*Starship Log*: 'Death Wish' [VOY]) **SEE FILE 71**

Gorta

A **Dopterian** who, in 2370, made the mistake of entering into a mining deal with **Lursa** and **B'Etor Duras**. He traded a ride home aboard the **U.S.S. Enterprise NCC-1701-D** for information on the sisters. (*Starship Log*: 'Firstborn' [TNG]) **SEE FILE 69**

Gosheven

Leader of the **Tau Cygna V** colony. In 2366, he initially refused to give up the world to the **Sheliak Corporate**, despite the fact that it had been ceded to them in a treaty agreement. (*Starship Log*: 'The Ensigns of Command' [TNG]) **SEE FILES 18, 69**

Goss, DaiMon

Leader of the **Ferengi** team negotiating for rights to the **Barzan wormhole**. He used several shady ploys, all of which ultimately proved unsuccessful. (*Starship Log*: 'The Price' [TNG]) **SEE FILES 14, 51, 69**

Gossett, Herm

Lithium miner on **Rigel XII**. In 2266, he fell in love with one of **Harry Mudd's** mail-order brides. (*Starship Log*: 'Mudd's Women' [TOS]) **SEE FILE 68**

Goth

Commander of an **Etanian** ship that attempted to invade a **Nezu** colony world. (*Starship Log*: 'Rise' [VOY]) **SEE FILES 18, 71**

Gothos

Planet created by **Trelane**, a powerful but childlike entity. All but a small area of the world is inhospitable to humanoid life forms. (*Starship Log*: 'The Squire of Gothos' [TOS]) **SEE FILES 18, 57, 68**

Goval

This self-aware **Borg** disconnected himself from the **collective** to keep his thoughts to himself, but reconnected at the urging of **Lore**. (*Starship Log*: 'Descent', Part II [TNG]) **SEE FILES 15, 52, 69**

Goyath

Gordon, Ensign Paul

Gordon, Jay

Gorgan

Gorkon, Chancellor

Gorkon, U.S.S.

Gorlan prayer stick

Gorn

Goro

Gorokian midwife toad

Gorta

Gosheven

Goss, DaiMon

Gossett, Herm

Goth

Gothos

Goval

Goven

Gowron

Gr'oth, I.K.S.

Gracie

Grady

Graham, Ensign

Grail of Kahless

Grak-tay

grakel milk

Gral

Gramilian sand peas

Gramm

Grand Nagus

Grand Proxy

grand slam

Grand Steps

Granger, Walter

Grant

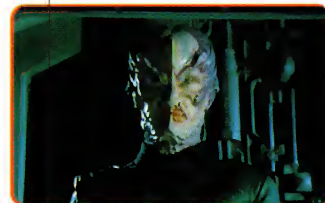
Grant, Cary

grapok sauce

Gratitude Festival



▶ **Gosheven and the Tau Cygna V colonists did not want to abandon their home.**



▶ **Goth was the commander of an Etanian vessel that made an aggressive assault against the Nezu.**



Goven An outcast or pariah in **Kazon** culture, who has a digit cut off by any sect he encounters. **Kar** feared he would become a Goven for not killing **Chakotay** and thus failing to earn his 'warrior name' in battle. (*Starship Log*: 'Initiations' [VOY]) **SEE FILES 18, 58, 71**

Gowron Gowron, son of **M'Rel**, was a political outsider who became Chancellor of the **Klingon High Council** following the death of **K'mpec** in 2367. His close relationship with the **Federation** has helped to strengthen relations between the two powers. (*Starship Log*: 'Reunion' [TNG]; 'The Way of the Warrior' [DS9]) **SEE FILES 11, 48, 69, 70**



◀ **Gowron proved to be a strong and resourceful leader of the Klingon Empire.**

Gr'oth, I.K.S. **Klingon D-7 Battle Cruiser** commanded by **Captain Koloth**. In 2267, Koloth and his crew took shore leave on **Federation Deep Space Station K-7** and had trouble with **tribbles**. (*Starship Log*: 'The Trouble With Tribbles' [TOS]; 'Trials and Tribble-ations' [DS9]) **SEE FILES 34, 68, 70**

Gracie This female humpback whale, of an aquatic species native to Earth, was relocated with her mate, **George**, to the 23rd century by **James T. Kirk's** crew. Gracie was pregnant at the time. (*Starship Log*: *Star Trek IV: The Voyage Home*) **SEE FILE 75**

Grady Mentally-challenged Earth human living in the **Sanctuary District** of San Francisco in 2024. Grady was the only human of the period who was aware of the presence of alien visitors. (*Starship Log*: 'Past Tense', Part I [DS9]) **SEE FILE 70**

Graham, Ensign Officer at conn of the **U.S.S. Enterprise NCC-1701-D** during an attempt to save **Lieutenant Hickman** from the DNA with which he was infected on **Tarchannen III**. (*Starship Log*: 'Identity Crisis' [TNG]) **SEE FILES 25, 69**



Grail of Kahless According to **Klingon** legend, this chalice was used by **Kahless the Unforgettable**. Klingon warriors drink **mot'loch** from what is claimed to be the actual goblet during the annual **Day of Honor** ritual. (*Starship Log*: 'Day of Honor' [VOY]) **SEE FILES 11, 71**

◀ **Far from the real Grail of Kahless, B'Elanna Torres had to improvise.**

Grak-tay A famous concert violinist, and one of many whom **Data** took as a model of performance. (*Starship Log*: 'Sarek' [TNG]) **SEE FILES 43, 55, 69**

grakel milk **SEE schplict**

Gral During **Quark's** brief time as **Grand Nagus** in 2369, Gral, a **Ferengi** businessman, threatened to kill him if Quark did not help him. (*Starship Log*: 'The Nagus' [DS9]) **SEE FILE 70**

Gramilian sand peas This **Ferengi** snack food stimulates thirst. **Pel** suggested that **Quark** serve it in his bar instead of **lokar beans**. (*Starship Log*: 'Rules of Acquisition' [DS9]) **SEE FILES 51, 70**

Gramm One of the many **Bajoran** detainees in the **Cardassian** holding cell on **Terok Nor** where **Benjamin Sisko**, **Odo**, and **Garak** were confined for attempting to assassinate **Gul Dukat**. (*Starship Log*: 'Things Past' [DS9]) **SEE FILE 70**

Grand Nagus Commercial leader of the **Ferengi Alliance**, and therefore the most powerful man in Ferengi Society. (*Starship Log*: 'The Nagus' [DS9]; 'False Profits' [VOY]) **SEE FILES 14, 51, 70, 71**

Grand Proxy Feared emissary of the **Ferengi Grand Nagus**, with the power to assess tariffs and to recall entrepreneurs to **Ferenginar**. In 2373, **Neelix** posed as the proxy to outwit **Kol** and **Arridor**. (*Starship Log*: 'False Profits' [VOY]) **SEE FILES 14, 71**

grand slam A home run, allowing the batter and three runners to score, in the game of baseball. In 20th-century American vernacular, it refers to any impressive accomplishment. (*Starship Log*: 'Far Beyond the Stars' [DS9]) **SEE FILES 7, 70**

Grand Steps A site in the **Sacred Marketplace** of **Ferenginar** from where the **Grand Nagus** often makes important announcements. (*Starship Log*: 'Prophet Motive' [DS9]) **SEE FILES 14, 70**

Granger, Walter Original colonist of the **Mariposa** colony; one of his cloned descendants was named after him. The original Granger was captain of the **S.S. Mariposa** in 2123, and one of only five survivors of the ship's crashlanding. In 2365, his descendant was prime minister of the colony set up by the survivors. (*Starship Log*: 'Up the Long Ladder' [TNG]) **SEE FILES 18, 69**



◀ **Walter Granger was the leader of the Mariposans, a colony whose members suffered replicative fading from reproductive cloning.**

Grant Security guard aboard **U.S.S. Enterprise NCC-1701** who, on **Stardate 3497**, was transported to **Capella IV**. There, he was killed by a local weapon called a **kligat**. (*Starship Log*: 'Friday's Child' [TOS]) **SEE FILES 20, 68**

Grant, Cary Human male (1904-1986), a motion picture actor famous as the archetype of the sophisticated, romantic hero. **B'Elanna Torres** confused him with **Clark Gable**, a more rugged leading man of the same era. (*Starship Log*: 'Year of Hell', Part I [VOY]) **SEE FILE 71**

grapok sauce A **Klingon** table condiment. **Ch'Targh** used a bottle of it to mock **Alexander Rozhenko's** attempts to be more Klingon in demeanor and appetite. (*Starship Log*: 'Sons and Daughters' [DS9]) **SEE FILES 11, 70**

Gratitude Festival **SEE Bajoran Gratitude Festival**